Amendments to the Specification:

Please replace the paragraph beginning on page 6, line 19 with the following rewritten paragraph:

-- In the optics path shown in Figure 1, uniformizing optics 14 improve the uniformity of the source light beam and may also condition the polarization of the source light beam. The uniformized light is then directed to a beamsplitter 24. Light of suitable polarity is thereby reflected from beamsplitter 24 and directed toward spatial light modulator 30. Spatial light modulator 30 received and image data signal 23 from control logic processor forms an image-bearing beam, which is transmitted through beamsplitter 24 and is directed to display surface 40 by projection optics 38.--

Please replace the paragraph beginning on page 8, line 5 with the following rewritten paragraph:

-- The data provided to control logic processor 22 from the image source is typically, then, grayscale image data intended for monochromatic display. Where spatial light modulator 30 is a DMD-type device, white light from light source 12 is conditioned at uniformizer 14 and used directly by spatial light modulator 30 to provide a monochrome image. However, where spatial light modulator 30 is an LCD-type device, modulation response to incident light can be highly wavelength-specific. White-light performance simply may not be satisfactory. Instead, it is typically preferred to provide separate handling for red, green, and blue (RGB) components of white light, as is familiar to those skilled in the image projection arts. Thus, for example, the optimal bias voltage 25 applied to spatial light modulator 30 when modulating red light can differ from the preferred bias voltage when modulating green light. By changing bias voltage and lookup table settings in the proper sequence, the same basic optical components, as shown in Figure 1, can be used to handle successive color light beams in a multiplexing fashion, thereby creating either monochromatic or full color projection.--

Please replace the paragraph beginning on page 12, line 5 with the following rewritten paragraph:

--The configurations shown in Figures 1, 2, and 5 allow the adaptation of output color characteristics of digital display apparatus 10 to suit the brightness and hue preferences of an observer. The following allow some measure of adjustment to obtain a desired display appearance:

(a) brightness adjustment of light source 12 (Figure 1) or of light sources 12r, 12g, 12b (Figure 2) with intensity control 13;

(b) adjustment of V_{bias} level for one or more component colors with hue control 29;

(c) configuration of variable filter 28 for attenuating one or more component colors;

(d) relative time intervals, T, for projecting each color component in each cycle 18 (Figure 3); and

(e) processing of image data by control logic processor 22, such as through a Look-Up Table (LUT).--

Please replace the paragraph beginning on page 14, line 30 with the following rewritten paragraph:

-- Light source 12 can be adjusted for brightness using intensity control 13 using conventional intensity control methods, typically by varying the drive current provided to a lamp or to LEDs, for example. Adjustments for alterations (b) and (c) above can be made by means of control software for control logic processor 22. Alteration (d) above can be implemented using conventional lens mounting apparatus, familiar to those skilled in the optical assembly arts.--

Please replace the Parts List beginning on page 16 with the following Parts List:

PARTS LIST

10. Digital display apparatus
12. Light source
12r. Red light source
12g. Green light source
12b. Blue light source
13. Intensity control
14. Uniformizing optics

16. Dichroic beamsplitter
18. Cycle
20. X-cube
22. Control logic processor
23. Image data signal
24. Beamsplitter
25. Bias voltage
26. Motor
28. Variable filter
29. Hue control
30. Spatial light modulator
30r. Red spatial light modulator
30g. Green spatial light modulator
30b. Blue spatial light modulator
30'. Additional spatial light modulator
32r. Red transmissive filter portion
32g. Green/Blue transmissive filter portion
32b. Blue transmissive filter portion
36. Mirror
38. Projection optics
40. Display surface
44. First pixel array position
46. Second pixel array position